

ENTROPIA INSIDER

Issue 2
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Since the last issue was released, there have not been any Version Updates, but the world of Calypso had a "mini patch", an upgrade from version 5.1 to version 5.12.

This update was a rather minor patch, but it still affects the daily life on Calypso.

The ones having issues with multiple sets of start clothing, finally got this fixed, or at least that was the intention. This resulted in a lot of orange people on Calypso, trying to sneak away and hide behind a corner to change while nobody saw.

Another issue that was fixed was the energy burn on the Ranger Scopes. These scopes never were intended to add any ammo burn and this is now fixed. If you have one of these scopes, you need to repair it couple of PEDs to make the fix take effect.

The interval between the skill saves also was increased. This means that from now on you will lose only a few minutes worth of XP if the servers suffer a crash. The previous interval was longer and left you with a much bigger loss of XP if a crash occurred.

The ugliest fix of this small update was the chat impersonation fix. Earlier you could impersonate being another avatar by simply write some text on the first line, then begin the next line with for instance "Marco MA ComRep: blah, blah".

This would make it look like Marco said something at the same time as you did, and very few would notice that it was an impersonation. What was done to fix this was to make the names on a [Tigerman] standard in the chat, and making it impossible for the players to type "[" and "]" in the chat. The chat however started to look messier in my point of view.

The best feature of this mini patch was in my opinion the change that was made to the friend list. We can now have up to 40 friends. This is a feature that at least the most active players and probably the less active players as well, have been longing for. The name field also got longer, which means people with long names wont have them "cut".

The mobs also got some modifications. They are now more reactive and behave somewhat different than before. If you want to know exactly how, I suggest you go out and kill some and find out yourself.

There was also several small fixes to the auction and repair systems, teaming and refining and to the claim rods. The fix to the claim rods are fixes to the claim rod itself, not to the deposits. One of the issues the claim rods had was that deeds got left behind in the inventory until you relogged and another where that claim rods popped up without colors.

Think about what state Project-Entropy has been in recently. What do you see? Do you see a stable economy, or perhaps players who are pleased with how their professions are paying out? Chances are probably not. Project-Entropy has been recently struck with an "economic crisis" if you will. When the large players Maya and Tempest (who exploited over 20,000 PED) were banished from the game, the in-game economy shrunk to nothing. How did this affect our game?

According to MindArk's Community Representative, Marco, and contrary to popular belief, MindArk did not directly change the outcome of the in-game professions. As said by Marco, "The PE universe is dynamic." What does this mean to us? From many players' perspectives, this meant that when Maya and Tempest were banned, all the PED in their avatar was wiped out from the economy, resulting in astronomically lowered outcomes.

If you are still lost, like many still are, the following example may help. Also note that this is the current way the Project-Entropy universe seems to operate, but it is not 100% certain. When a player enters the game and deposits money into the game, he just added his share of PED into the economy. Let's say before this player added money into the game, there was 1,000,000 PED in the economy.

After this player added in \$100.00 USD, he added an additional 1,000 PED into the economy, totaling 1,001,000 PED. This additional PED in the economy is then distributed throughout the game in various skills such as hunting. Let's also say this player found a huge exploit and managed to obtain 200,000 PED. He gets banned, and his PED gets taken out of the economy, which turned our 1 million PED economy down to an 800,000 PED economy. This will make a huge impact on how well the game will pay out in skills.

Now apply this example to what happened with Maya and Tempest. See how much an amount which may not seem like a lot in the overall game, will affect our economy that badly.

Have you noticed when mining that claim sizes are generally a lot smaller, and that it is even harder to find claims than it already is? How about the hunters? Notice loots decreasing? Same goes with crafters, who have to pay more for the ore and get less outcome on their crafting runs.

Slowly, but surely, our economy has been healing. Many of you may have noticed hunting is becoming better, and that mining and crafting are also becoming generally better. This shows hope that our economy will soon be back to the way it was before the economy lost so many PED. Maybe sometime soon the economy will be back to normal!

Market Snapshot:

The Calypso Markets have been very busy within the last month. Lysterium, Blasarium and Belkar prices have slowly drifted down to around the 175%-180% level, with the occasional bargains at 160%. Much of this price drop is attributable to attrition within the crafting industry and slackening in demand for ore. There is also a healthy trade in blueprints, with some high level and rare blueprints fetching substantial premiums beyond their TT value.

Specialization is also starting to occur within the crafting industry, with some crafters working on various types of components and contributing to each others endeavors. Again we see more new items entering the markets such as higher level mining equipment and armour.

General trading has also been busy. The Auction is full of items, and places like Nymptown, Fort Troy and Fort Ithaca are full of people selling their wares. In the trawling of these places all sorts of goods are for sale, ore, weapons, armour, attachments and tools. Tools currently are the big items, high end Detectors and Extractors are attracting decent prices for the crafters who can make them. High end armours, especially the Male types, are still attracting hefty prices. Trawling the various trading areas, the current top weapon on sale is the A-3 Justifier MK 5 selling for around 1900 PEDs.

Commentary:

"Entrepreneurs are simply those who understand that there is little difference between obstacle and opportunity and are able to turn both to their advantage..."

Victor Kiam

I happened to chance along an article about the top ten inventions in money technology - <http://www.futureofmoneysummit.com/top-10-inventions.php>. Who would have thought that Electronic Money was developed in 1918 or the ATM was developed in 1939. Even the humble credit card, which we take for granted, is 53 years old. By and large money in the world is virtual; the concept of real cash disappeared with the removal of the Gold standard and moved into the realms of the free market.

The value of money is now based on the agreement between two parties to buy and sell that currency. And with the advent of electronic communication huge sums are transferred from one point to another. It has made the world more liquid, whilst at the same time the concerns of speculative "hot" cash increases, with instabilities in one area of the global economy will ripple around the world.

So how does this fit with Project Entropia? The big item in my view is that beyond the mechanics of the game, there is the economy and the fact that the in game credits have definable value in the real world. Not only could that but PE perhaps be the continuation of the long line of technological developments in Money.

The game currency has value, set at 10 PEDs to the Dollar. This opens up the opportunities that the game can be used for, not least the use of PEDs to buy real world goods or services. This is a unique characteristic of the World of Calypso which has only now started to be developed in some shape or form.

I've crossed a few examples in recent weeks which I'll share. Not least because it is important to highlight some of the ideas that are being developed. The first is by ShieldBreaker, who has developed some entertaining computer games and has set up a shop - <http://shop.pe-projects.com/> - selling various real world items such as Books and Fantasy Style Items and Jewelry. Yet another enterprise that I came across was the selling of Web Hosting services, with payment in PEDs.

Purchasing real world goods and services using PEDs is a natural development of Calypso businesses. However, it is not without risks, it requires more investment for example and there needs to be a market for the items or services provide. It will be interesting to see if further inroads are made into this transition area between the Real and Virtual.

Business Idea for the Day:

Banking/Financial Services is a service that has yet to be properly exploited. PED Exchange Services are perhaps the most successful of the kind of services a Bank could provide. But lets expand it further. A bank could develop a range of savings accounts, which could then be used by the

bank to invest in profitable ventures in PE. These savings accounts would earn a rate of interest, payable on a monthly basis. It can also provide additional service such as PED Exchange, a handy way of building up assets outside of the game.

An important aspect is that the Bank has to have real world assets. These can be in the form of shares or other investments or businesses. This way the risks of Calypso are diluted. As the bank develops, Credit and Loans can also be considered,

although with these ventures enough assets must be available to ensure that any defaulting or bankruptcies are covered.



Written By

Boomer
Guest Writer

Trading Guide

Want to learn how to trade? If so, this is the article for you!



Ok, my first article, here we go. I've noticed that the main "professions" on PE are Hunter, Crafter and Miner. But all these jobs need traders to sell their goods and spoils. So I've decided to write an article on how to be a good trader.

To start with I'm going to discuss the best ways to buy the goods from the supplier. Only buy goods you think you can sell, if you buy something you can't shift then you've not made a profit, and it's all about the profits! For instance if a hunter has an old pistol, say an EP-10, you know you can sell it to a new player. But an EP-32 is a little harder to sell. If you sell it to a new player you'll probably make a loss, which is bad. Its optimal price puts it in the more advanced player, mainly hunters. But most hunters prefer longer ranged weapons, and the EP-32 doesn't have that good a range. So why not try to sell it to a miner who might need to protect himself in the field.

Selling is different; you have three main categories, noobs, vets and crafters. Now the best way to sell to noobs is to make package deals. Like a pistol, some ammo and a piece of cheap armour, say a pioneer harness. That way they feel safer because they're getting everything they need. Vets are the people who want to buy stuff like Nemesis armour or BIG guns. The best way to sell the

expensive stuff is to start with a high price so you have some space for them to bring you down

without going into a loss. Now crafters are any one who buys things like ingots. The best way to sell stuff like this is in bulk; offer a discount to people if they buy in bulk. That way they'll come back to you and you'll make the money back.

The number one tip I can give is keep your ear to the floor, see what other people are selling and what people are buying. For instance you won't have a chance in hell of selling a full suit of Nemesis armour in Port Atlantis, but you could sell an Outbacko relatively easily.

One last thing, Blue prints, I personally don't deal with BPs unless I have to. I find it too time consuming hunting through reams and reams of BPs and I get confused by what's, what. Another reason is that I don't understand what they do, won't sell anything I don't understand. But don't get me wrong, the BP market is a huge one and you can make a killing.

I hope this helped people trying to get into the trader trade! Best of Luck!



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Welcome to "Dear Alex", EI's newest addition. "Dear Alex" is an advisory column/section that allows Entropia Insider's readers to send in their questions or concerns, and receive advice back published in an anonymous manner (no names are published). All questions should be from the "in game" or "on Calypso" perspective.

Dear Alex,
I am a relatively new arrival to Calypso, and am pretty unfamiliar with the apparent social structure that seems to be present. I spend most of my time feeling secluded and lonely. This is especially true when I see a group of friends getting together to prepare to go hunting, or standing around busy places like Ifhaca, talking. I would like very much to have friends and be more social, but am unsure how to go about it... What do I do?
Sincerely,
Lonely

Dear Lonely,
It seems that you are experiencing the same feeling as many of the newcomers to Calypso. My recommendation is for you to try hanging out/around other people of your same level, and simply try introducing yourself. You may also want to ask your new acquaintance how long they have been on Calypso, what their goals are, and what they like to do for fun. I think you will be quite surprised to find that most of the time it is not that you are being excluded, but more that the other people are shy as well. They will more often than not appreciate you taking the time to talk to them. Afterall, people/friends/etc make Calypso the unique place that it is.

Sincerely Alex

■ ■ ■ ■

Dear Alex,
I am an experienced hunter here on Calypso, which has recently joined a society for my first time. I have been with them for a few months now, and have started to get to know most of the members. Recently I have been having some difficulties with on of the senior members in the group. I have tried to subtly deal with these issues with him, but he doesn't seem to be receptive to cooperating with me. I am afraid to try and discuss this with the founder or other members for fear of being removed from the society. I would like to know what you recommend in trying to solve this issue.
Concerned

Dear Concerned,
It seems to me that if you are in a society that there should be a certain level of trust and bond between the members of that society. You should be able to directly address this situation with the individual it pertains to. If you feel that there is no way you can do this, then I would recommend that you discuss the issue with your society founder, to see if there is any way he/she can help you. I really must stress however that if you don't feel that there is any trust in your society, that you should really reconsider your whole reason for being a part of it. Without trust and communication, a society is nothing more that a group of acquaintances.

Sincerely Alex

To send in your questions/concerns please forward them to alex_blackstone@pacbell.net.

This month I'm going to investigate the argument on BLP vs. Laser weaponry.

There have been many arguments raised because of the advantages and disadvantages of these two types of weaponry. Personally I'm not biased I use both BLP and Laser weapons when I am hunting. I must admit though that my Primary weapon is a Starkhov AS-117. In this article I am going to separate each technology and give a summary of it then at the end I shall compare them both and show example weaponry and their statistics.

Laser Weapons:

The n00bs best friend. Laser Tech is the perfect starter Tech with its amazing reliability and good damage per shot. Even though I say that Laser is perfect for n00bs it doesn't mean it isn't perfect for advanced players.

Science Behind it all:

Laser - **L**ight **A**mplification by **S**timulated **E**mission of **R**adiation.

Laser technology is based on the principle of refracted light waves focused to provide a substantial beam of light capable of causing immense damage to the target. The Laser "Light" is in fact more of a radiation than physical mass like BLP the heat generated can at certain levels cause massive damage to organic tissue and if powered enough can even damage non-organic matter e.g. Walls, Buildings...

Advantages:

Laser has a huge advantage over BLP weapons in its usually long range. Most Laser weapons can hit 70 range easily which only a few BLP weapons can just manage. Another factor to consider is that the damage caused per shot is far superior to the BLP weapons, Take the most common BLP and Laser weapons, Starkhov AS-117 and the Fire Forge ARR8000 as example. Possibly one of the best advantages is the low decay on Laser weapons compared to the BLP. Your trusty 8k will last you a lot longer than an AS-117 your repair costs will be

significantly less and so in theory you should profit more. The greatest advantage that any weapon could have benefits the Laser Tech weapons, Availability! You can find a 8k almost anywhere and unlike all BLP weapons it won't cost you a months worth of profit to buy. All in all a Laser weapon is a fantastic buy for the newcomer and the old hand alike...

As an old friend of mine once said "You cant go wrong with a Fire Forge!!!"

Disadvantages:

To put it simply there is only one disadvantage and unfortunately it is the greatest disadvantage any type of weaponry can have, Rate of fire.

If you where to check on the stats on any Laser weapon then you would notice the average RoF on a Laser weapon is around 2 seconds which might not seem high but when a Atrox Dominant is chasing you, intent on making you its mid-afternoon snack its a little too slow!

BLP Weapons:

Science behind it all:

BLP - **B**inary **L**iquid **P**ropellant

BLP is based on a principle similar to the ancient weapon material Gunpowder.

It uses this Binary Liquid to create an explosive force behind the projectile in the weapons breach and force the projectile at a high velocity out of the barrel and hopefully to hit its intended target. This type of weapon can usually pierce armour very well.

Advantages:

The best and only real advantage BLP weapons have is their refire rate.

All BLP Tech weapons have a refire rate of under 2 seconds which is way better than most laser weapons.

Disadvantages:

Well there are only a few disadvantages... Decay. One of the biggest problems with BLP Tech.

The Hunting Source

Continued

All BLP weapons seem to decay at accelerated rates. Although some weapons decay rates are amazing (MI-35 comes to mind) some are not so bad (v1). If you can't afford the decay don't even bother with BLP because it will lower your profits and if you don't make enough, It WILL make you broke.

Another disadvantage is the relative low damage per shot that BLP Tech does with the exception of the MI-35 all BLP Tech weapons do very low damage per shot. For example the Starkhov AS-117 does a maximum 49 points of damage whilst its equivalent the ARR8000 does a maximum of 66 points of damage. Fortunately this low damage is compensated for by the high rate of fire.

Summary

Well to be honest it's completely up to you... BLP or Laser. It's a tough one to call but it is down to personal preference. I go for BLP because I love the rapid fire and they look so cool when you're just chilling in town. I have to tell you though I have a Laser back-up, at the moment it's a Mk2 which I use in emergencies when I'm hunting. BLP has the big profit and availability problems that will put them out of the reach of most players. If you can buy a BLP weapon try to buy an Adj Starkhov because they are the best rifles in the game so far. If you can't afford that kind of price tag go for a Fire Forge ARR8000 rifle, they are inexpensive and have a huge amount of damage and little decay the only problem is the rate of fire. If you can cope with it then Laser will always rule.



Written By

Black Cat
Staff Writer

Black Cat: The Journal The White Room



I awoke from a deep sleep and rose like mist, palpitating and sick.

The thought crossed my mind that I was still dreaming. Was I? No, the dream was intense. It felt more an entrapping coma than a relaxive rest. How long had I been asleep?

I looked outside from the window across from my bed. The bars of my confinement barely showed the moon, which was nearly full unlike my life. Hmm, how had I ended up in this bed? I froze. The cold, icy apparition of amnesia came over me. How had I got here? Where was I? Once again my heart beat faster and practically burst out of my chest. I could feel the sweat seeping out of my pores like blood.

I looked around, the white room piercing me like a chainsaw running its jagged edges against a single delicate piece of grass. Where was I? I screamed and shouted at the tops of my lungs but the chilling silence engulfed it like cancer.

I sat, legs crossed with my head in my hands. My mind was hazy. I examined my clothes and found that they were white (how unique) and less of a "they." The ensemble was more like a one piece hospital overall. It barely reached down to my

calves and it appeared that it was all that I was wearing. Was this some sick prison? I felt corrupt and violated.

I longed for the cool breeze of the Corinthian deserts. My mind halted. Cape Corinth? Something happened there. Like a cubix box my mind twisted and turned, finally lining up all the colours perfectly. The nanodroid.

It had stolen me away in the early hours of the morning. Lameth? Was there ever a human who was graced with such a name or just a silicon face wrapped around metal like a snake.

It still didn't explain how I had ended up here. Surely he wouldn't have just wanted to keep me locked up. I felt so fatigued. I fell into slumber and for once my mind rested. Well, seemingly. But I felt like there were people watching me, their eyes not piercing my skin but instead burrowing and waiting for me to rise from an almost vampiric torpor.

"What do you think she knew about us?"

"Little to nothing. The journal that the droid gave us before showed us she had barely scraped the surface."

"Well then she knows nothing now. The

Black Cat: The Journal

Continued

reprogramming and the drugs have been an effective cocktail. Still, I would have just killed her. More efficient"

"No, it would have been careless. She has too many people who know she exist."

"Six months on and the Calypsian police are still looking for her. I would have thought they would have presumed she was dead."

"I give them this they sure are persistent but they can't even comprehend what they're dealing with. Anyhow, we'll throw this fish back into the river and let it fry. Hopefully it'll keep them preoccupied for a little while."

"What about the other one?"

"His reprogamming was a failure and one that I've taken the blame for. Nevermind, if he refuses to tell us all he knows then the drugs will. Before they kill him that is."

Both laugh

Their foolish laughter only proved once again in my mind that they had under-estimated me. My mind had transcended the limited capacity that it's former brain had had. Even while I slept my mind was wide awake and I could hear once again the solitary echo that had somehow kept me alive in the first few months here.

"Mindforce...."

■ ■ ■

Written By

Skyrider
Chief Editor

Broke?

Helpful tips to help you save as much PED as possible.

■ ■ ■

It's something we have all learned to deal with. What do you do when you run out of PED? Of course, there are many possibilities, such as a job. But to prevent this from happening in the first place, here are some helpful tips that might be of some use.

- ◆ When buying items, thoroughly research the pricing. When you find someone who is selling, attempt to obtain a lower price that he is asking.
- ◆ Those old items of yours that you don't ever use: Consider selling them! You'd be surprised how much PED it is possible to make if you sell old items.
- ◆ Find someone to work for. Many people need skilled people to work for them; all you have to do is look!
- ◆ When selling your items, use the methods explained in the Trading Guide found in this issue.
- ◆ When hunting, crafting, or mining, be sure to watch how much you are making. If you are losing a lot of PED very fast and are not making much back, consider stopping for a few hours. This will save you a lot of PED if done correctly. Pay attention to your gut feelings!
- ◆ Do not beg! If I can stress one thing in this article, it is not begging! Begging early in your PE lives will result in difficulties later on. People do not like beggars!
- ◆ Ask for help if you need it. Do not wander into a skill with no idea of how to do it. People are normally happy to help to a certain degree!
- ◆ Build your skills up before you move on to bigger weapons or otherwise. Trying to do too much at a lower skill will lose you PED in a heartbeat.
- ◆ Hang out with the new players if you are bored. If they aren't begging, they can be fun to help out with advice and that costs nothing! (At least in my opinion)
- ◆ Do not TT anything unless you have to. Almost everything in the game can be sold for more on the market.
- ◆ Forming small businesses with other players can work well if you know them. Make sure you trust them before you get into something like this, though.

■ ■ ■

It's the beginning of a new EON! With lots of new items added since the last version of The Gate there is just too much to write about in one edition. Most notably the king of defense, Shadow armor, now has a worthy competitor on its hands. Eon armor. But it's not bad news for people who have shelled out large sums of PED for Angel and Shadow armor. As you will see, there are huge differences between Angel, Shadow and Eon armor and if you are thinking of investing in the best protection, then the following may give you pause for thought.

Angel:

Angel armor is now widely regarded as the 3rd best armor in the game but even so, in some ways it does have a very slight advantage over both Shadow and Eon armor in that its protection against Stab damage is slightly higher. In fact, Angel armor beats Eon's protection in Stab, Cut and Impact. But it's protection against Burn and Penetration is much weaker. This means that Angel armor is MOB armor, I.E. it is suited towards repelling damage from calypso's various monsters and creatures. Wander into a bunch of robots or a PVP battle and you won't last so long.

Shadow:

There is dispute by many players whether or not Shadow has been put in 2nd place by Eon armor. But no matter what anyone says, Shadow is a damn good armor. With excellent Cut, Impact and Burn, and good Stab and Penetration protection, you can be sure this armor will protect you against almost anything. This is an excellent all-round armor, but with Penetration protection of only 23 damage, in the PVP zone you can still be moderately hurt by higher end BLP and Laser Weapons. Get hit by an Adjusted Cannon and you will most likely die in one shot!

Eon:

Eon armor is without a doubt PVP and Robot hunting armor. With a massive 52 protection against Penetration damage, BLP and Laser weapons will hardly scratch you. While with 45 Burn, good Stab, Cut, Impact, Shrapnel and a small



amount of Cold, Acid and Electric damage protection (unique to this armor) cannons, plasma and rifles will struggle to hurt you to. But with good protection in other areas, this will protect you again MOB and melee to. If you enjoy a good PVP fight or generally hate robots, and you have the cash, this armour is defiantly for you. But you might struggle to find it; so far few pieces have been looted. Congratulations to NZR for looting the very first Eon parts (Gloves), and to Crash Override for looting the first male harness

Salamander:

Salamander armour is also new to VU 5.2 but unlike other armours, salamander has a rather unique property. This armour is made for one purpose only, hunting robots. With Burn protection of 50 and nothing else good about it (other than its looks) the only other thing that this will protect you against are plasma weapons and the Improved 8K rifle. If hunting bots is your thing, you should defiantly consider checking this out.



Conclusion:

It's all about looks and what you want to hunt at the end of the day. A lot of people buy armour just because it looks cool, but if you want to use it and use it properly then as a general rule, if you hunt MOB's buy Angel or Shadow. For PVP, Robots and general all round protection buy Shadow or Eon. Or, if you want to specialise in hunting robots, go for the Salamander or even the Eon if the funding permits. Whatever you do though, make sure you think long and hard before making your purchase and shop around for advice and general pricing information. Don't forget, these items cost big money!

The following page contains tables that you might find useful:

Avatar Improvement

Continued

This table shows the amount of damage the armours protect against for each type of damage:

Damage/Armour Type:	Eon Armour	Shadow Armour	Angel Armour	Salamander Armour
Stab	28	23	30	3
Cut	28	46	30	4
Impact	22	46	30	5
Penetration	52	23	15	8
Shrapnel	25	0	0	5
Burn	45	46	15	50
Cold	5	0	0	0
Acid	5	0	0	0
Electric	5	0	0	0

This table shows the MAXIMUM amount of damage of each type that can be inflicted by various Carbides & Rifles:

Gun/Damage type inflicted	Imp Mk2	Echo Plasma	Starkov ST-117	Legasus Cannon	Adjusted Cannon	Imp 8000
Burn	6	71	0	30	0	83
Penetration	66	0	45	0	135	9
Impact	0	0	4	30	15	0
Shrapnel	0	8	0	38	0	0
Acid	0	8	0	0	0	0

This table shows the MAXIMUM amount of damage of each type that can be inflicted by various Pistols:

Gun/Damage type inflicted	Mod EWE EP-40	Imp EWE EP-21	FreanD Delta	Adj Omegaton M2722	Imp Omegaton M2870
Penetration	6	3	40	3	6
Burn	61	32	0	28	57
Impact	0	0	4	0	0

This table shows the MAXIMUM amount of damage of each type that can be inflicted by various Melee Weapons:

Weapon/ Damage type inflicted	Combat EnBlade 1	Combat EnBlade 8	Survival EnBlade 7	Solomate Aggression	En Knuckles 1	Manticore Death bringer
Stab	6	11	13	0	0	0
Cut	11	51	4	0	0	0
Burn	5	11	4	0	0	0
Electric	4	16	7	1	3	7
Impact	0	0	0	3	3	8

Avatar Improvement Continued

The Mk. IV Rifle:

New to VU 5.2 the Mk4 was the missing gun in the A-3 Justifier series of carbides but it turned out to be quite a disappointment. On the good side, the Mk4 does a total 63 damage for 14 ammo use, giving it an efficiency of 4.5 damage per ammo (a nice ratio). But, this gets totally ruined when you find out the range is a mere 50 (the same as the Sollomate Busho that you find in the trade terminal) and the decay is quite awful at about 2 PEC per shot. Firing rate is slightly faster than the standard Mk2 but this does nothing to redeem the fact that this is an awful gun. If you are used to using a Sollomate Outbacko or an A3 Punisher and you have a few hundred PED with which you are hoping to buy a new gun then maybe this would be a good gun to upgrade to. After all, it does massive damage compared to the Outbacko, with similar range and firing speed, and the efficiency would be better so you would save money on ammo. But personally I would go with the Mk3. If you are looking for a high-end rifle, the Mk4 certainly isn't the gun for you.



Written By

Kazzza
Guest Writer

General Mining Guide Find out how to mine in Project-Entropia.

Introduction:

Let it be said first, mining in PE is expensive if you haven't got a clue of how to do it. It is not just a matter of placing bombs at random and hoping for the best. A lot of new miners just run around and mine random places. This way they are going to find a minimum of minerals with a maximum amount of bombs. In other words this is not the way to mine. In order to mine an area successfully there must be made large studies of this area. The way to do it is to find an area and use a minimum amount of bombs to cover a large area there. More of this matter will be explained in Successful ways of mining.

Ore and Ematter layout:

When mining, it is important that you can recognize different patterns of mineral layout. There are two main patterns of mineral layout:

- Cluster layout
- Vein layout

The cluster layout is the most frequent pattern of

minerals. In this pattern different types of minerals are clustered together in a relative small place. Size of deposits in this formation range from Poor to HoF sizes.

The vein layout is an uncommon type of minerals deposit. The reason for this is that you will get a huge profit from an area as this. When you find a vein you will always get the same size deposit of the same mineral. The vein will be located at greater depths in the beginning and end. Therefore with greater skills you will be able to mine a vein longer than with lower skills. Reports have been made that veins always run from N to S. But some new reports are saying that veins have been found that also run from W to E.

Successful ways of mining:

In order to mine an area in a successful way there are a lot of things to take in account.

- The blast size of a bomb
- The surrounding area
- Mobs

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The blast size of the bomb seems to be a fixed radius; this will properly change with huge skills. But at lower skills the radius are around 45 meters, or 45 coordinates on the map.

When the blast size is 45 coordinates it is a matter of simple math to figure out how to mine a large area the most successful way.

The 6ped Square Mine Method:

(4ped in 4 ore bombs, and 2ped in 4 en-matter bombs)

1. Start with choosing a good starting position in the area you know/think has rich finds

Place an enmatter Probe, (and if u get a find, claim it and mine it.)

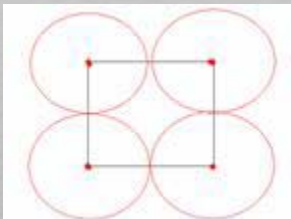
Place an ore Bomb on exactly same coordinates there you placed enmatter probe, (and if u get a find claim it and mine it.)

2. Go back to the black blast mark on ground... and from that go 100m E
do the same procedure as above with bombs at this new position

3. Go back to new black blast mark on ground....
And from that go 100m S
do the same procedure as above with bombs at this new position

4. Go back to new black blast mark on ground....
And from that go 100m W
do the same procedure as above with bombs at this new position

Now you have mined in this way and totally covered total square area (see image)



Each side in the Square has 100m and every blast covers 45m each on 2 sides
a hole is in the middle

Do this over and over with some space in between and totally search out an area.

The surrounding area:

The surrounding area isn't as important when mining for ore than it is when mining for ematter. It seems that Ore follow the curves of the landscape but ematter have a tendency to follow the bedrock. In other words ematter are always located at the same depth. If this is proven to be true ematter mining will be much better in low grounds then in hills. Of course there are no rules with out exceptions. It is well known that ematter are also found in hills and mountains. However most cluster and vein formations of ematter are strangely enough located in relative low spots.

Size of deposits:

Size of deposit seems to be linked with the time the area hasn't been mined. There is a basic respawn time and after this time the size gets larger for each respawn time that have passed. One of my preferred mining spots was left alone longer than the respawn time and I discovered that the average size of the minerals in the deposits had grown a bit. Then I came back when the next respawn period had passed and the minerals were down to their normal size again. This way you can gamble a bit within the game. What to do, mine an area just after it has respawned or wait until second respawn period have passed and get bigger finds. On one hand you can get better profit from mining the area, on the other hand other people will be able to mine the area too. If other people mine the area and have a minimum knowledge about mining they will surely be back later.

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Respawn:

Respawn periods have been the subject of a lot of argue in PE. This I think is because there isent any fixed time for mining areas. Each area has its own respawn time. The areas have also been known to move a bit around contributing to the argue; that there is not respawn times. Respawn times can vary from 3-4 hours to 3 weeks. It is logically that the greater mining spots have a longer respawn period than a small area with low mineral deposits. Mining after a system requires a lot of patience and a lot of paper. The most successful way of mining an area is to write down the coordinates, time, size, type and depth of the mineral. The you can start to make a chart of the area after you have found minerals there 3-4 times and predict the next respawn.

Lag:

As the case is with hunting mobs in lag so is the case with mining in lag. If an area is lagging chances are that you will not find anything even if there are plenty in the ground. Therefore my advice is do not plant bombs when it is lagging. I did mine in lag but didn't find anything. Then I was lagged back and found minerals right next to the last bombs mark.

Ore prices:

Ore prices are a result of the demand on the market. Therefore it isn't a surprise that Belkar and Lysterium are amongst the more expensive minerals. They are used for a large range of items used in crafting. But my advice is not to sell large quantities of minerals at once. When dealing with amounts over 30 PED most people are starting to go more into the percentage of the minerals then if s smaller batch of minerals.

After mining:

After mining there are several options as to the purpose of the minerals you have just mined.

- Sell to TT
- Sell via auction
- Sell face to face
- Keep for later use
- Craft with them

I would strongly advice not to sell any minerals to TT you can always find some one that are willing to pay TT price for the minerals. You might say well,

selling to TT is faster. That is true but you will be remembered by that guy as being nice. And nice things come back to you.

If you have no use for the mineral I would recommend selling it via the auctions. This way you get the biggest market in PE and often the best price as everyone in PE goes to the auctions.

Face to face sell are useful when trying to establish a relation to another guy in PE. Once again nice deals will be remembered.

Some minerals haven't got much use yet in PE. Those that can afford to keep then in storage I would recommend would do so. There must be a use for the minerals some time in PE.

Crafting is like Russian roulette if you are a beginner. You can easily double the TT value of the minerals but you can also loose them all. When I started to craft I got a huge profit but that have been diminished a lot since then. Some people speculate in if this is MA way of luring people into starting with a lot of professions.

Conclusion:

As straight forward as mining and other things in PE sounds, there is much more to it. What I have tried to describe here are just the tip of the iceberg. The fact is that MA is like the Calypso god. And gods always gets their will. In this case MA want to make money, so MA WILL make money. There may be a selected few that actually make a profit from playing PE but I see this as MA's way of luring people into putting more money into the game. If you never go into what I have started to call a mining frenzy and play the game logically you might be able to break even. But then the game gets a bit boring in the long run.



A Day in Atlantis: By Skrider



MindArk Strikes Again: By Camelman

ROGER, FLIGHT 00-01
SHIP 'GREEN DRAGON'
CLEARED FOR LANDING
ON ITHACA SPACEPORT



AH.. FINALLY

PLEASE REPORT AT PARKING TERMINAL.



WTF? A NEW
TERMINAL?
HMM..



.. LET'S SEE WHAT
MA HAS INVENTED
NOW



WHY DOESN'T
THIS SURPRISE
ME??



We Don't Serve You Anymore: By Camelman



Noob on Tour: By Nebdaar



Warning: The following text is neither endorsed nor agreed with by Entropia Insider. Any and all of the text is responsible to the author. If you do not like rants, or are offended by vulgar language do not read this section.

"Well, i got my fine 900 PED in the game, so i started mining, it started good with 4 loots totalling 34 PED.. Next day, i start bombing in the northern SC of Jason Centre...NOTHING! Then i bombed in PVP2 a couple of 80 bombs throughout the area... NOTHING! Then i bombed in PVP a couple of 30 bombs... NOTHING! Then i went to Ithica... NOTHING! So then i've tried the spots of my noob days... Atlant Haven... NOTHING! And go on and on, billy's spaceworld and Nymptown and Twin Peaks and i dunno what more, ALL NO LOOT TO BE FOUND! So now, im at 0 PED and MA refuses to refund me! Then i started to seek for the fellow players, and i met this real nice guy that gave me 6 bombs and we teamed up.. we did a bit of the NW continent... ALSO NOTHING! So then we both went broke >.> Without anything to fall back on, and the society i was part from, banned me >.< Well, this was/is the most fookin day of my life, i've never had such a thing (Well...none of ur business :P) Then we come to the second (Actually first, it's just my typing order) rant of today, unsheduled maintance >.< They moved the tuesday maintance to monday! But i don't trust MA, so i think we still have downtime on tuesday like always. So then we come to our third (last?) rant for today, MOB LOOTS :D As i've mentioned above, in my noobie location i still hunt with a regular outbacko wich costed me 12 PED in the old days, and now 4 PED... So i've been hunting with my last 800 ammo, and i said to my mind, let's kill that excosaur... After 100 ammo..i went to the body in the laggy forest of laggy landscapes..and after FINALLY finding the corpse... that nice little yellow message saying.. "No loot" So i went like,
***** (For a obvious reason) And this went like till i wasted all 800 ammo... And now we come to my LAST rant of today, wich is kinda related to the above one. Didn't u see the number of trees lately, and hard rocks where mobs just can run through but you can't? MA found a new way to scam people, make lag and we pay us blue (Dutch sayings :P) So i walked through this laggy forest, and then i saw a snablesnot :D (Or whatever those things are name..) and before i had the chance to shoot (Forth rant...) it killed me 3 times O.O So since when can such a tiny mob do so much damage in a second? So wtf is going on with the MA server/programming? MA is implenting this bugs on purpose? Since they seem to remove the decoy bug in several days when it was known >.> Is this is a conspiracy with Microsoft? Who knows!"

- Bukitan

Until Next Time ...

Did you enjoy this issue of Entropia Insider?

Please tell us! Comments and suggestions are what make us grow and improve. We appreciate anything! If you have anything to say, meet us in #entropiainsider on IRC, or e-mail Skyrider at dominion@sbcglobal.net.

Have something to contribute?

Talk to us on #entropiainsider or e-mail Skyrider at dominion@sbcglobal.net. Guest writers will make frequent appearances in this magazine, and are very Important to us! Comics are also something that we want contributed!

We hope you enjoyed reading this issue as much as we enjoyed creating it!

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Thanks to everyone who made this possible!

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